

# Cross Fire

## Fire Power

FO, CC, PC .....	NA
Squad, japan HMG, Sniper .....	3d
Other HMG .....	4d
SMG .....	>=2d
SMG "point blank" .....	4d
Minefield against infantry .....	4d <sup>1</sup>
Minefield againts vehicle .....	1d <sup>2</sup>
Demolition Charge .....	4d <sup>1,4</sup>
Flamethrower .....	4d <sup>1,3,4</sup>

<sup>1</sup> No protection  
<sup>2</sup> Destroyed on 4+  
<sup>3</sup> Out of oil if 1d<=2  
<sup>4</sup> Not a standard rule

## Fire Modifiers

Ambush Fire <sup>5</sup> .....	+1d
Protective .....	-1d
Bunker <sup>6</sup> .....	-1d

<sup>5</sup> NA for snipers, Gun fire & bazooka fire  
<sup>6</sup> -1 on each die in addition.

## Fire result

- 1 hit = 5 or 6.
- 1 hit ..... pin<sup>1</sup>
- 2 hit ..... suppressed<sup>2,3,4</sup>
- 3 hit ..... kill

<sup>1</sup> ignored if japanese or russian unit entering in close combat.  
<sup>2</sup> changed in kill if the target is already suppressed.  
<sup>3</sup> changed in kill if a sniper aim a commander.  
<sup>4</sup> changed in kill if japanese or russian unit entering in close combat.

## Actions

Action	Successful if	Section
Pivot .....	no suppress .....	4.2
Move .....	no suppress .....	4.2
Move through barbed wire .....	move success .....	10.2
Move through minefield <sup>1</sup> .....	no suppress .....	10.1
Retreat Move .....	NA .....	4.5
Ground Hugging .....	NA .....	4.1.2
Stand Up .....	no suppress .....	4.1.2
Direct Fire .....	suppressed unit .....	6.0
Recon by Fire .....	RBF success .....	6.7
Rally .....	Rally success .....	9.0
Indirect Fire - Barrage/Smoke ...	NA .....	7.0
Entering Close Combat .....	winning CC .....	8.0

<sup>1</sup> Engineers aren't attacked if minifield is detected, else they detect it on 3+.

## Close Combat Modifiers (8.3)

Target is Crew Served Weapon <sup>1</sup> .....	-2
A green squad is involved .....	-1
Surprise vs Jap defenders .....	-2
Surprise vs other defenders .....	-1
If >=1 target squad is suppressed; +2 for attacker	
All squads have SMG .....	+1
All squads are veteran .....	+1
All squads are Assault Engineers .....	+1
Each Squad larger .....	+1
PC or CC involved .....	+ best modifier
CC Quality .....	-1/+0/+1
Turreted tank .....	+3*
Turretless tank .....	+2*
APC and others vehicules .....	+1*

<sup>1</sup> Unless supported by squad or CC  
<sup>\*</sup> 0 inside woods, fields and rough ground.  
Rem.: Except if mentionned otherwise, FO & PC are automatically captured when contacted in CC

## Indirect Fire

Weapon	Dice	Kill Potential	Smoke <sup>1</sup>
Knee mortar	2	1	NA
mortars : 50-60 mm, 2"	3	None	2 stands
Mortars & Guns to 82 mm, 3"	4	1 squad	3 stands
Guns 85mm +, Mortars to 120 mm, 4.2"	4	2 squads	4 stands
Guns 105 mm +	5	3 squads <sup>2</sup>	6 stands

<sup>1</sup> smoke lands on 3+  
<sup>2</sup> 2 if target in building or hardpoint.

## Rallying

	Supp.	Pinned
Green	6+	5+
Regulars	5+	4+
Veteran	4+	3+

## Modifiers

+ best PC's or CC's modifier within 1 stand  
+1 if no ennemy squad in unit's LOS

# Cross Fire

## Command control in movement & Platoon Commander LOS

Type	Begin	End
Special Units	-	-
US	LOS	-
British	LOS	-
Japanese	LOS	-
German	-	-
Others	LOS	LOS

## PPB

5 is a suppressed  
6 is a kill

## Time (AMM Rule)

11+ change the turn  
Add 1 die each time the same player gets initiative.

## Abbreviations

BC : Battalion commander	OT : Off-Table
CC : Company commander	PC : Platoon commander (real PC on CC see 2.3.3)
CC : Close Combat	RBF : Recon by Fire
FO : Forwad Observer	NA : Not Applicable

## Vehicles

### Anti vehicle fire

Hit 4<sup>+</sup>  
Pen PEN >= ARM  
Die roll 2 automatically fails  
Die roll 12 automatically destroy  
<sup>1</sup> -2 to PEN if target is HD

### Vehicle crossfire (Gun + MG)

The result of the gun determine the initiative shift

### Vehicle action (per iniative)

Straight move OR Pivot OR Gun Fire OR turret rotation (non action)

## Wire

### Hung Up on the wire

Type	Success
Engineers	-
Green <sup>1</sup>	5+
Regular <sup>1</sup>	4+
Veteran <sup>1</sup>	3+

<sup>1</sup> Use commander modifiers

### Destruction

When contacted by tank (move not interrupted)  
When contacted by halftrack/apc (move stopped)  
When having received 4 hits

## Feature/ LOS & Fire

Type	LOS	Direct Fire	Indirect Fire
Bocage	Blocks	Protective	Protective
Depressions	Blocks	Immunity <sup>1</sup>	Immunity <sup>1</sup>
Fields	Blocks	Protective	-
Gound Hugging	-	Protective	Protective
Hedges	-	Protective	Protective
Hills	Blocks	Protective	-
Rough Ground	-	Protective	Protective
Streams	-	-	-
Walls	-	Protective	Protective
Woods	Blocks	Protective	Protective

<sup>1</sup> Except for Squads firing from hills.

## Scenario Generator

Type	Size	Woods	Hill	Fields	Depression	RG	Building	Force	Reinf.
Small	4' x 4'	20	9	9	5	2	5	1 Co	12
Med	4' x 6'	30	13	13	7	3	7	2 Co	18
Large	5' x 8'	48	21	21	12	5	12	1 Bt	24

Add 1 Two squad bunker; 3 four stand wire, 1 four stand minefield

## Actions

Type	Units involved	Target Proximity
Fire Group	All squads of the same platoon in 1 stand of the GL	GL
Cross Fire	All squads of the same platoon in PC's LOS viewing target <sup>1</sup>	PC
Group move	All squads of the same platoon in 1 stand of the GL	

<sup>1</sup> Squads have to fire in their 180°, only 1 may fire in its 360°